

**JET SET WILLY**  
**AMSTRAD CPC 464**

**SOFTWARE**  
**PROTECTION**  
**CARD**

**Please see reverse side**

## **SOFTWARE PROTECTION CODE**

On the reverse of this sheet you will find a matrix of squares each containing four blocks of colours. This forms part of a protection scheme. You will need these colours when you first load the game into the computer, so please,

### **DO NOT LOSE.**

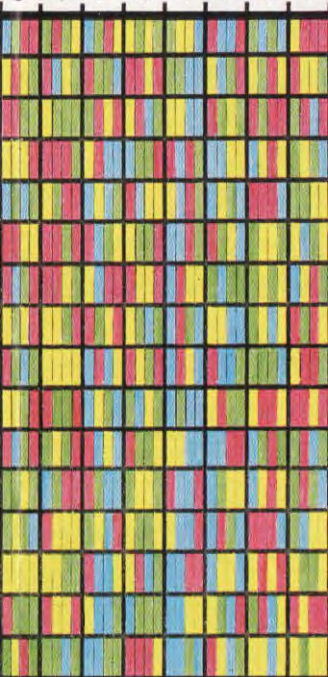
You will only need to refer to it first load in the game. Load game as normal. When the game has loaded the computer will prompt you for a location. Type the number that corresponds to the colours shown e.g.

**BLUE = 1 RED = 2 YELLOW = 3 AND GREEN = 4**

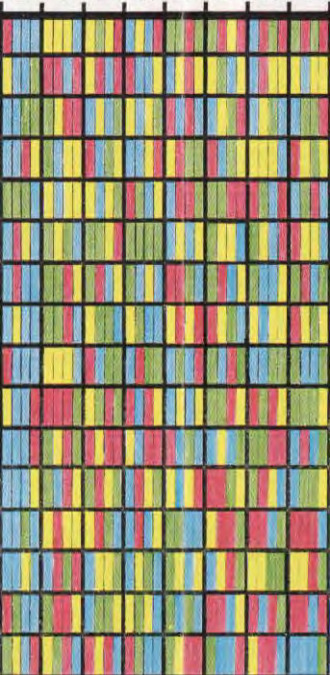
So for red, blue, green, green you would type 2144 then press large ENTER. If you make a mistake typing in, the program will give you a second chance. If you get it wrong the second time the computer will return to basic and you will have to load the program again from the beginning.

	0	1	2	3	4	5	6	7
A	Yellow	Blue	Red	Green	Yellow	Blue	Red	Green
B	Blue	Yellow	Red	Green	Blue	Yellow	Red	Green
C	Red	Blue	Yellow	Green	Red	Blue	Yellow	Green
D	Green	Yellow	Blue	Red	Green	Yellow	Blue	Red
E	Yellow	Blue	Red	Green	Yellow	Blue	Red	Green
F	Blue	Yellow	Red	Green	Blue	Yellow	Red	Green
G	Red	Blue	Yellow	Green	Red	Blue	Yellow	Green
H	Green	Yellow	Blue	Red	Green	Yellow	Blue	Red
I	Yellow	Blue	Red	Green	Yellow	Blue	Red	Green
J	Blue	Yellow	Red	Green	Blue	Yellow	Red	Green
K	Red	Blue	Yellow	Green	Red	Blue	Yellow	Green
L	Green	Yellow	Blue	Red	Green	Yellow	Blue	Red
M	Yellow	Blue	Red	Green	Yellow	Blue	Red	Green
N	Blue	Yellow	Red	Green	Blue	Yellow	Red	Green
O	Red	Blue	Yellow	Green	Red	Blue	Yellow	Green
P	Green	Yellow	Blue	Red	Green	Yellow	Blue	Red

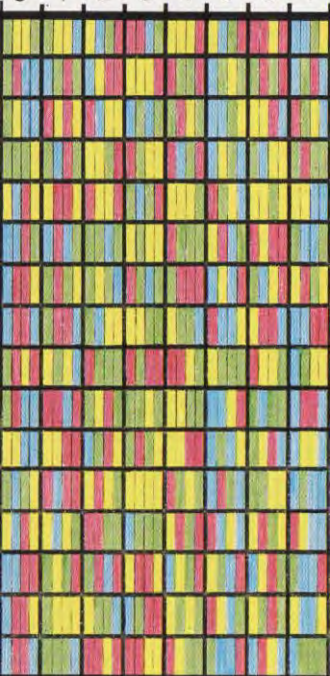
0 1 2 3 4 5 6 7



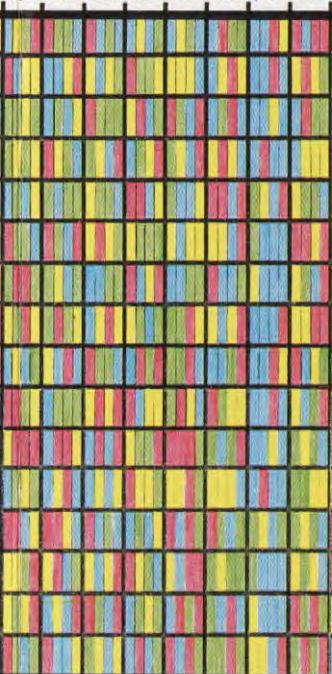
0 1 2 3 4 5 6 7



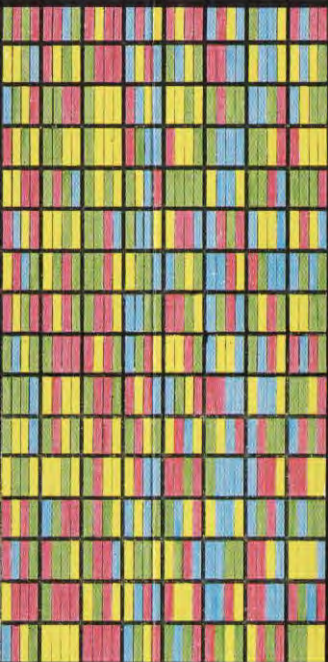
0 1 2 3 4 5 6 7



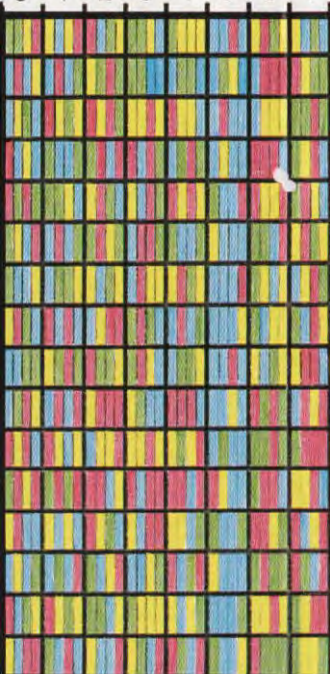
0 1 2 3 4 5 6 7



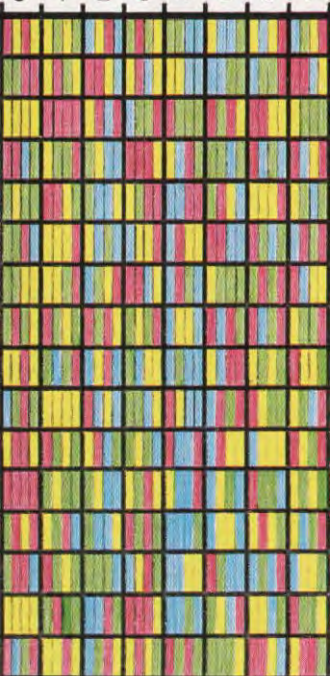
0 1 2 3 4 5 6 7



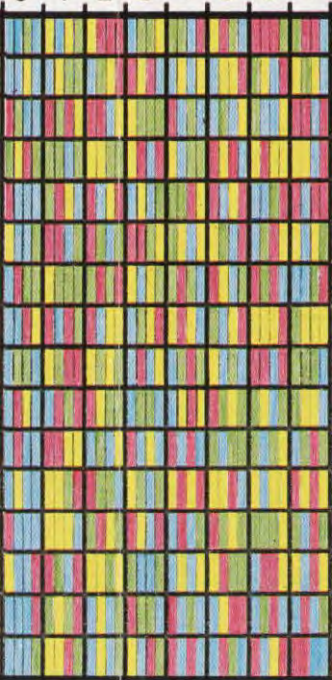
0 1 2 3 4 5 6 7

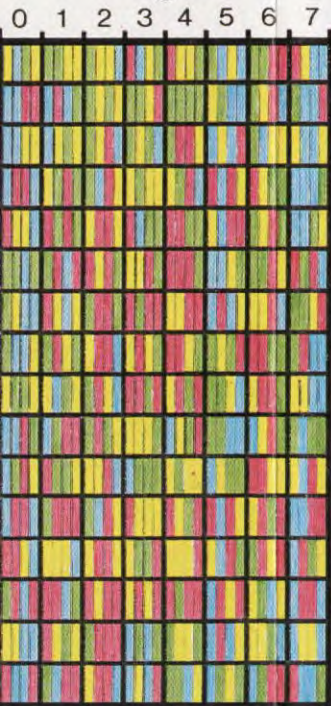


0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7





PATENT PENDING